AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

a display for displaying parent device information of the parent devices existing within the communicable range, based on said parent device packets received by said receiver, said displayed parent device information being configured to include the information of a plurality of parent devices only;

a selector for allowing a player to select any a parent device included in said parent information; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the

parent device but excludes a listing of any child devices in the game system, and

wherein said child device is configured to request to become a parent device itself while said display displays the parent device information.

2. (Previously Presented) A wireless communication game system according to claim 1, wherein said broadcasting circuit broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

3. (Previously Presented) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting circuit transmits said at least one parent device packet including game data in said first time slot.

4. (Previously Presented) A wireless communication game system according to claim 1, wherein said display displays said parent device information relating only to the parent devices that execute a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

5. (Previously Presented) A wireless communication game system according to claim 1, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said display displays said parent device information relating to at least one parent device that executes a game not communicable with the game of the game cartridge currently attached

thereto.

6. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver, said parent device list including only parent devices and excluding any child devices in the game system;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said display displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiver,

wherein the parent device list displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and

wherein said child device is configured to request to become a parent device itself while said display displays the parent device information.

7-9. (Cancelled)

10. (Previously Presented) A wireless communication game system according to claim 1, wherein said child device further comprises:

at least one parent device information storage location for storing parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device information clearing mechanism for clearing the parent device information stored in said at least one parent device information storage location, wherein

said display displays parent device information based on the parent device information stored in said at least one parent device information storage location.

11. (Currently Amended) A child device connecting method in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device configured to communicate with each other, comprising the steps of:

(a) broadcasting from the parent device at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving in the child device said at least one parent device packet from a plurality of parent devices existing within a communicable range;

(c) displaying, in the child device, parent device information of the parent devices existing within a communicable range, based on said parent device packets received in said receiving step, said displaying being configured to include a plurality of parent devices only;

(d) selecting, based on a command from a player using the child device, a parent device included in said parent device information display; and

(e) transmitting a connection request to said selected parent device from the child device,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and further comprising requesting, on the part of the child device, to become a parent device itself while said parent device information is being displayed thereon.

12. (Currently Amended) A non-transitory computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

(c) displaying parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said step (b), said

displaying being configured to display a plurality of parent devices only;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting by the child device a connection request toward said selected parent device,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and further comprising requesting, on the part of a child device, to become a parent device itself while said parent device information is being displayed thereon.

13. (Currently Amended) A mobile game apparatus configured to play a wireless communication game which utilizes a plurality of mobile game units, where any of said units may function as a parent device or a child device, comprising:

broadcasting circuitry, for the parent device, for broadcasting at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own unit to be identified;

a receiver, for the child device, for receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

a display, for the child device, for displaying parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver, said displayed parent device information display being configured to display a plurality of parent devices only;

a selector, for the child device, for allowing a player to select a parent device included in said parent device information display; and

a transmitter, for the child device, for transmitting a connection request to said selected parent device,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices, and

wherein said child device is configured to request to become a parent device itself while said display displays the parent device information.

14. (Previously Presented) The computer readable memory medium according to claim 12, wherein said broadcasting broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

15 (Previously Presented) The computer readable memory medium according to claim 12, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting transmits said at least one parent device packet including game data in said first time slot.

16. (Previously Presented) The computer readable memory medium according to claim 12, wherein said displaying displays in said parent device information display only the parent devices that execute a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

17. (Previously Presented) The computer readable memory medium according to claim 12, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said displaying displays in said parent device information display at least one parent device that executes a game not communicable with the game of the game cartridge currently attached thereto.

18. (Currently Amended) A non-transitory computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range, said parent device list including only parent devices and not excluding any child devices in the game system;

(d) selecting, in response to a player's input, any one of the one or more parent devices

included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiving,

wherein the parent device list displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and further comprising requesting, on the part of a child device, to become a parent device itself while said parent device information is being displayed thereon.

19-21. (Cancelled).

22. (Previously Presented) The computer readable memory medium according to claim 12, wherein said child device further comprises:

at least one parent device information storage location for storing parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device information clearing mechanism for clearing the parent device information stored in said at least one parent device information storage location, wherein

said display displays based in the parent device information stored in said at least one parent device information storage location.

23. (Currently Amended) A wireless communication game system comprising a plurality

of mobile game apparatuses configured to wirelessly communicate with each other, wherein,

said plurality of mobile game apparatuses include at a first game apparatus that invites at least a second mobile game apparatus to enter a communication game and at least the second game apparatus replies to the invitation with an entry request,

said first game apparatus stores a game program and comprises:

a transmitter that transmits first apparatus identifying information for allowing the first apparatus to be identified; and

game identifying information to be transmitted over said transmitter for allowing the game program stored in a game cartridge being attached to the first apparatus to be identified, and

said second game apparatus includes:

a receiver that receives the information transmitted by said transmitter;

a display controller that displays a first information display of one or more other mobile game apparatus existing from which an invitation is receivable within said wireless-communication range on a screen only and excludes a listing of any devices from which an invitation is not receivable, based on the information received by said receiver, said information display including information for allowing the game program stored in one or more game cartridges respectively attached to said one or more other mobile game apparatus to be identified including information pertaining to the user using the first game apparatus and/or the game being played on the first game apparatus;

a first selector for allowing a player to select one of said one or more other mobile game apparatus included in said first information display; and

an entry requester that transmits an entry request and information for allowing the

second apparatus to be identified to the mobile game apparatus that is selected by said first selector,

wherein said second game apparatus is configured to request to function as said first game apparatus itself while said display displays said first information display.

24. (Previously Presented) The system of claim 23, wherein said transmitter is operable to transmit said game identifying information after starting a game program.

25. (Previously Presented) The system of claim 23, wherein the second apparatus further includes a transmission requester that transmits a transmission request to a selected mobile game apparatus, wherein the first apparatus, upon receiving the transmission request, is operable to transmit the game program.

26. (Previously Presented) The system of claim 25, wherein the second apparatus receives the transmitted game program and is further is operable to automatically execute the received game program.

27. (Previously Presented) The system of claim 23, wherein the first game apparatus is also configured to perform the functions of the second game apparatus.

28. (Previously Presented) The system of claim 1, wherein the display is further operable to display game identifying information for each of the parent devices on the parent device information display.

29. (Previously Presented) The system of claim 28, wherein the parent device is also configured to perform the functions of the child device.

30. (Withdrawn) The system of claim 24, wherein the display controller further displays information for allowing the game program started in one or more other mobile game apparatus to be identified.

31. (Previously Presented) The system of claim 23, wherein said transmitter is further operable to transmit said game program to said second apparatus, responsive to a transmission request from said second apparatus, after said inviting apparatus has begun running said game program.

32-37. (Cancelled).

38. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said child device includes:

a display configured to display parent device information of a plurality of parent devices only;

a selector for allowing a player to select a parent device included in said display of parent device information; and

a connection request transmitter for transmitting a connection request to the parent device selected by said selector, wherein

said display displays said parent device information relating only to the parent device that receives the new entry of the child device,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and

wherein said child device is configured to request to become a parent device itself while said display displays the parent device information.

39-41. (Cancelled).

42. (Currently Amended) A non-transitory computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying parent device information of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying being configured to display a plurality of parent devices only;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying displays in said parent device information display only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiving,

wherein the parent device information displayable on the child device includes

information pertaining to the user using the parent device and/or the game being played on the parent device but excludes a listing of any child devices in the game system, and further comprising requesting, on the part of a child device, to become a parent device itself while said parent device information is being displayed thereon.

43-54. (Cancelled).